

Trader
Enemy with Armour
Enemy with Weapon
Enemy with Armour & Weapon
Enemy with Health/Coins/Common Keys
Enemy with Armour, Weapon, and Health/ Coins/Common Keys
x2 Group of 2 Enemies
x3 Group of 3 Enemies
x4 Group of 4 Enemies

Unlocked Gate
Locked Gate (Requires Common Key)
Locked Gate (Requires Special Key of Same Colour)
Special Key
Special Gate (Requires Floor/Wall Switch)

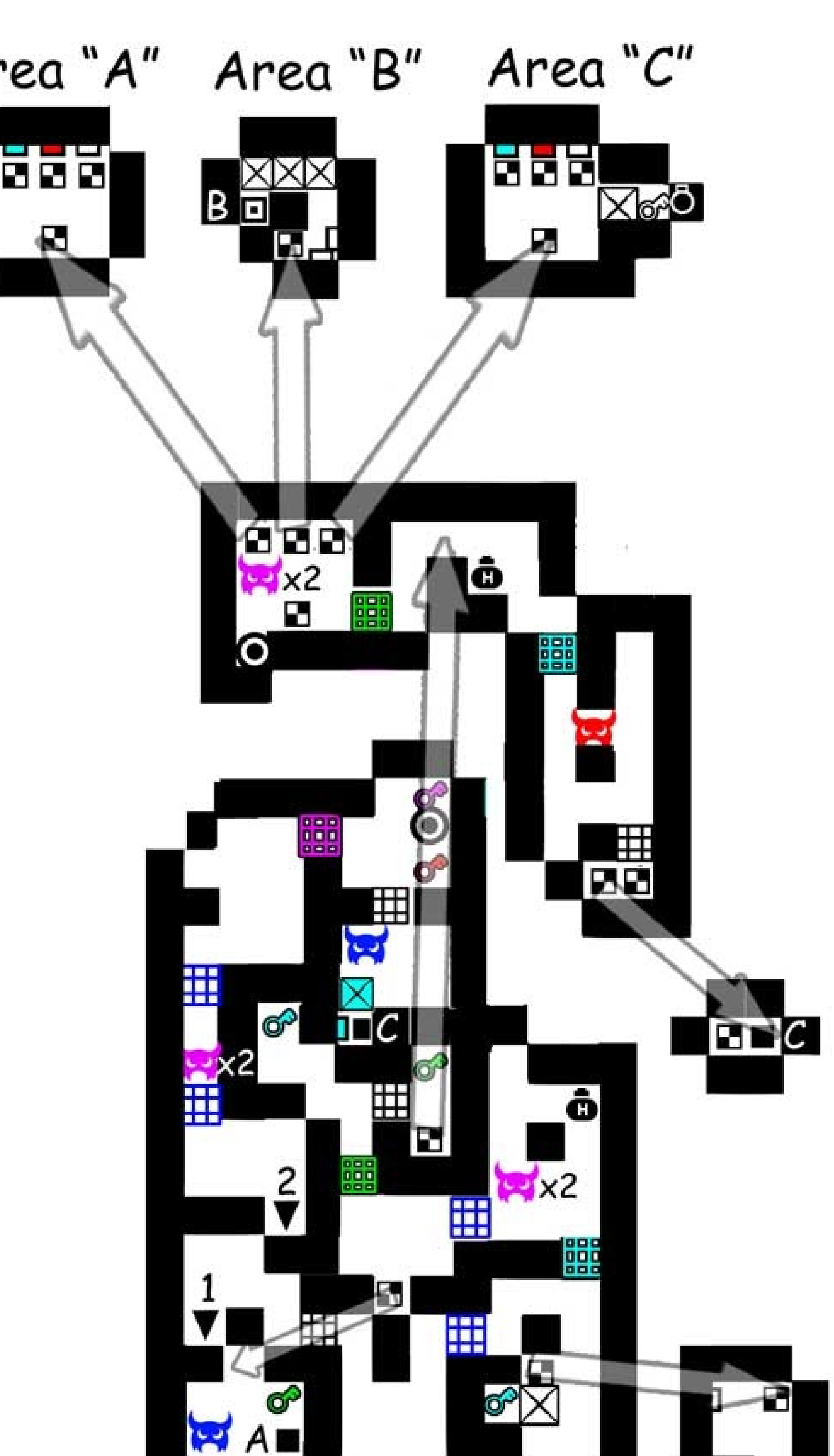
Wall Switch with corresponding Fake Wall

▲1 ▼1 Ladder Up and corresponding Ladder Down

A A Hole in Floor with corresponding Hole in Ceiling

Floor Switch (Some are invisible)
Regeneration Room
"Spinner" Floor Switch (Spins player either 180 degrees or randomly)

Coins/Common Keys
Shield/Armour
Weapon/Ammo
Health (Food/Drink/N'egg/Potion)
Gem
Wand
Ring



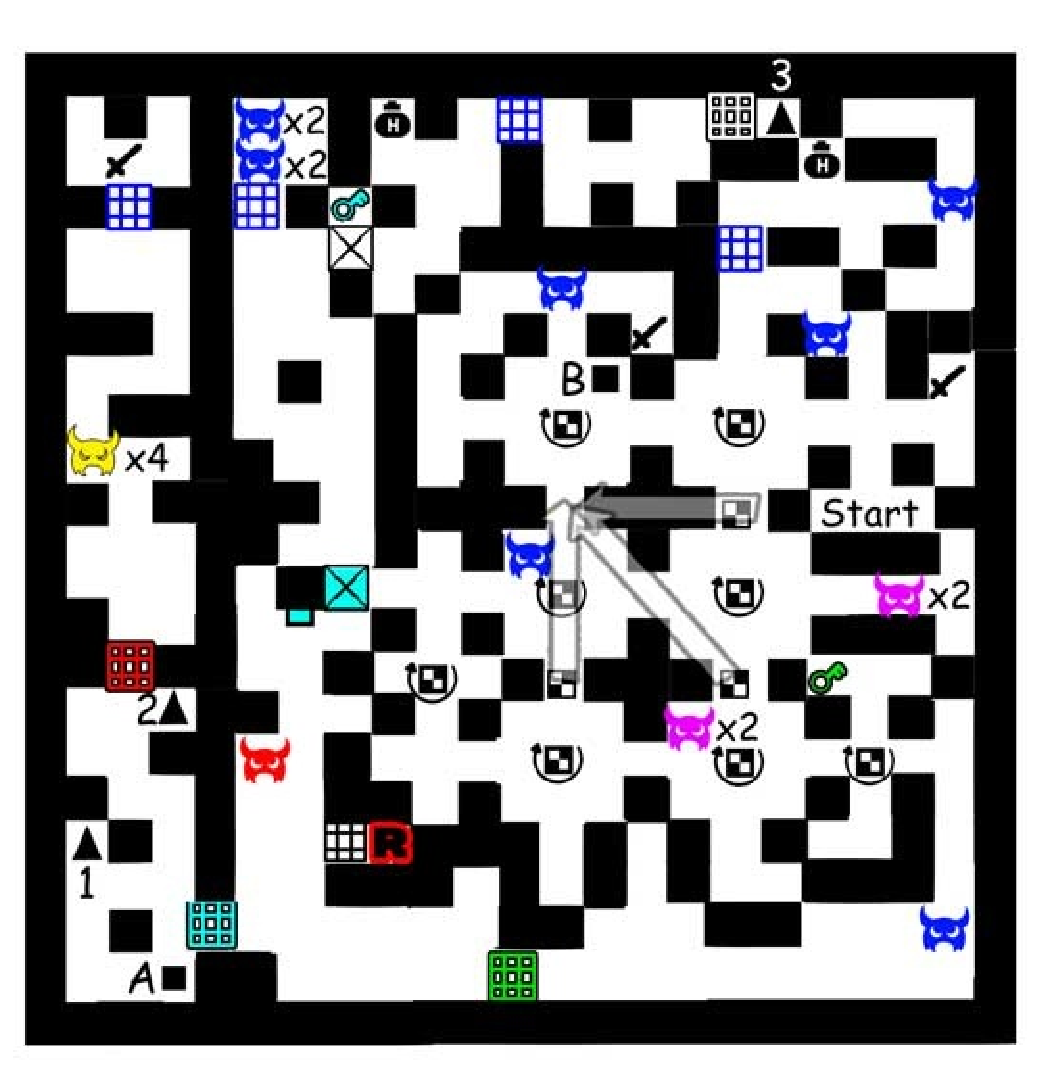
There are only two floors on this level, but there is a lot of teleporting involved, so certain rooms have been separated for legibilty reasons.

I could tell you what each and every pad and switch does in these "Areas", but it will be easier just to detail the correct path. First, you'll find that that when you stand on the most southerly pad of each area, it will teleport you back to the central teleport room. Go to Area "A", and switch the blue switch off. Go to Area "C", and switch off the red switch. Go to Area "A" again, and switch off the red switch, and go to Area "C", and switch off the blue switch; this will deactivate the nearby fake wall that hides a chaos key and ring.

Now go to Area "C", and step on the floor switch in front of the white wall switch. It will disappear. Step on and off the floor switch until it reappears. Switch it off, and step on and off the floor switch again until it reappears. Now switch it on, step on and off the floor switch again twice. Go to Area "B". Deactivate the wall switch, and another will appear to the left of it. Deactivate this pad, and the fake walls will have been deactivated, revealing Hole "B".

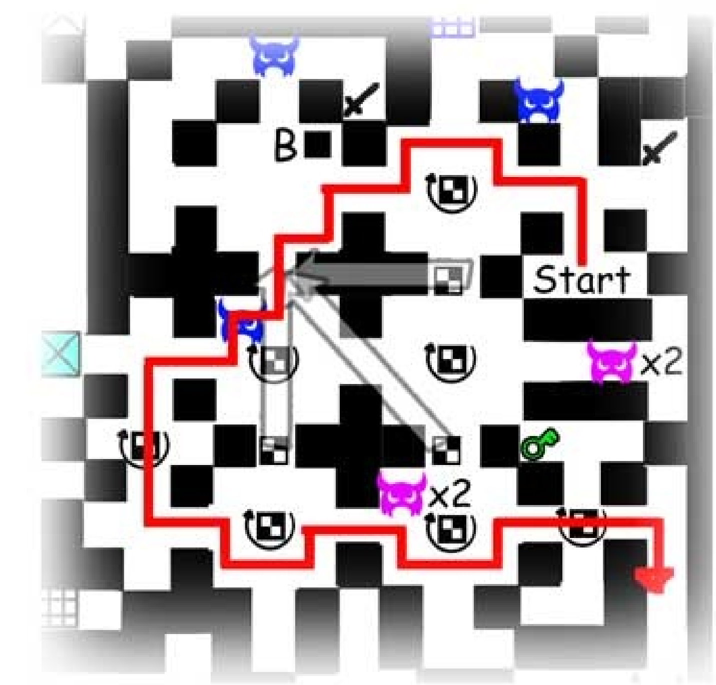
This small room will lock you inside once you step on the first floor switch. The other floor switch hides a hole in the floor; If you walk onto it, you will fall through to another small room, with a teleporter pad taking you back to the original room. Use the Levitate spell, and you will walk over the hole, activating the floor switch on top of it, and you will be teleported to the hole in the floor marked "C" in the centre of this floor.

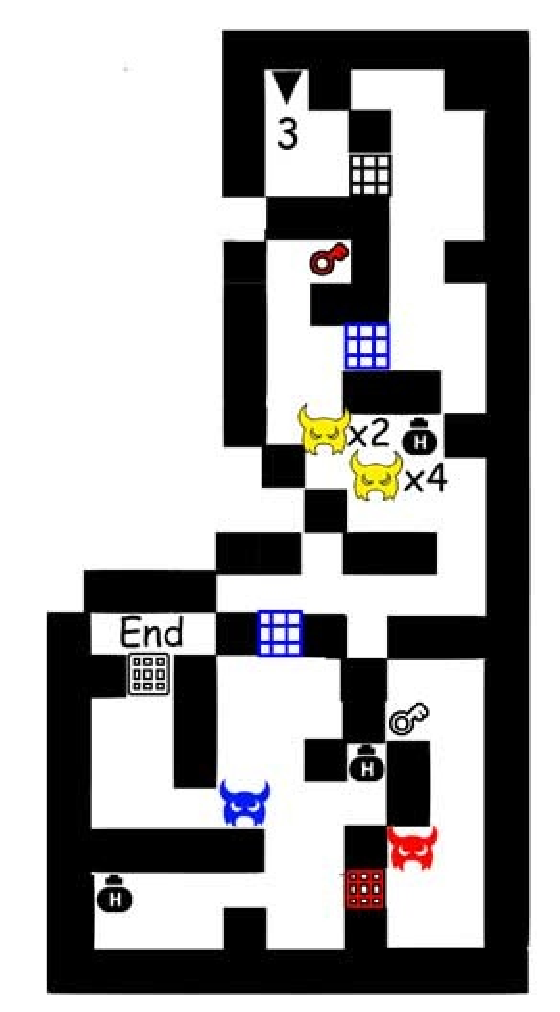
The teleporting pad here is two-way; once you've activated the wall switch, the fake wall disappears, revealing the moon key.



You'll find a trader standing on top of the moon key at the top of this floor.

The main section of this floor contains identical rooms filled with spinners and teleporters;the safest route through them (before the fake wall is deactivated) is shown in the diagram below.





There's nothing particularly fancy about this section of the second floor.